Stefan Feld
City Collection
7

NASSAU

A game for 2-4 players aged 14 and up

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GENERAL OVERVIEW

With fame and honor to the most notorious pirate captain!

Hire a daring crew of pirates and navigate the Caribbean in search of treasure and adventure. The aim is to upgrade your ship, defeat opponents, find treasures, plunder trading posts and raid fortresses.

Share your adventures around the campfire with a bottle of rum and earn the appreciation of all the other pirates.

The best-equipped ship with the most fearless crew will win the game in the end!

COMPONENTS

• 1 Caribbean board

• 1 Nassau city map, *consists of 9 double-sided square districts and 8 frame pieces.*

• 1 Skull island

• 1 Campfire island

• 1 Animal island

• 1 Tavern

• 1 Old Sea Bear board

• 1 Old Sea bear ship

• 9 Old Sea Bear tiles

• 5 Offers

• 25 Provisions

• 6 Hideouts

• 1 Pirate captain

*Material der DELUXE-Version**

Material der CLASSIC-Version

• 80 Weapons

je 16 x pistol, sabre, cannon, hook hand, harpoon

• 24 Goods

je 4 x: tobacco, sugar cane, silver, spices, emerald, sapphire

• 8 Outposts

• 10 Control towers

• 10 Trading posts

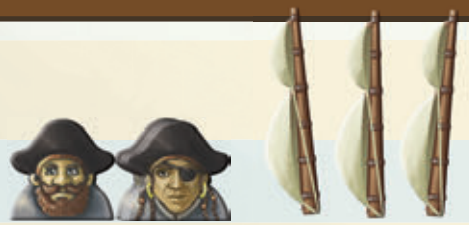
- 35 Opponents

- 74 Sailor's yarn cards: 10 starting cards „S“, 25 cards „A(rrr)“ and 39 cards „B“

- 80 Objects

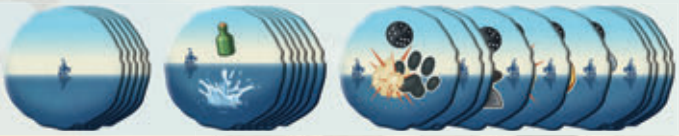
25 doubloons, 10 bombs, 10 compasses, 10 agreements and 25 rum

- 16 Sails
- 16 Sailors



- 24 Animals

- 25 Conflict tiles



- 5 Conflict dice

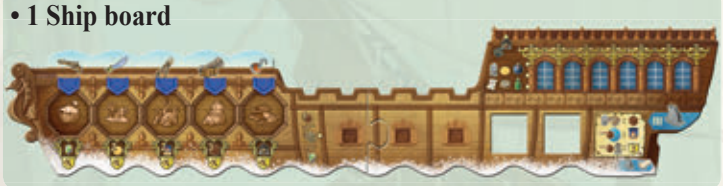
- 1 Cloth bag

- 1 Dolphin
- 1 Stefan Feld figure with standy
- 2 Overviews-A
- 2 Overviews-B

- 1 Rules booklet & 1 Addendum

Player components *(in the colors red, yellow, green, blue)*

- 1 Ship board



- 2 Cargo holds

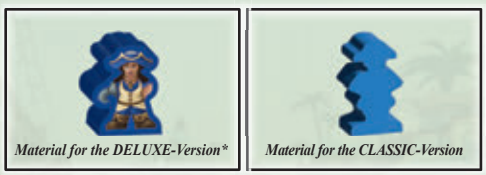
Front: Closed
Back: Open

- 1 Sail with flag
- 1 Sailor

- 20 Ammo crates

- 1 Pirate ship

- 13 Pirates



- 1 Score marker
- 1 100/200 point tile

Expansion 1: The Flying Dutchman

- 1 Flying Dutchman tableau

- 1 Flying Dutchman ship

- 8 Flying Dutchman tiles

- 5 Flying Dutchman weapons

*This chapter shows both the material of the **DELUXE-Version*** as well as the **CLASSIC-Version**. From here on, only the material of the **DELUXE-Version*** is used in the illustrations.*

SETUP – EXAMPLE FOR 4 PLAYERS

Nassau City Map

1) Place the **9 city districts of Nassau** together to form a 3 x 3 square; you can align and rotate the city districts as you wish. Place the 8 frame pieces around it, so that the score track goes from 0 to 100. This is the Nassau city map.

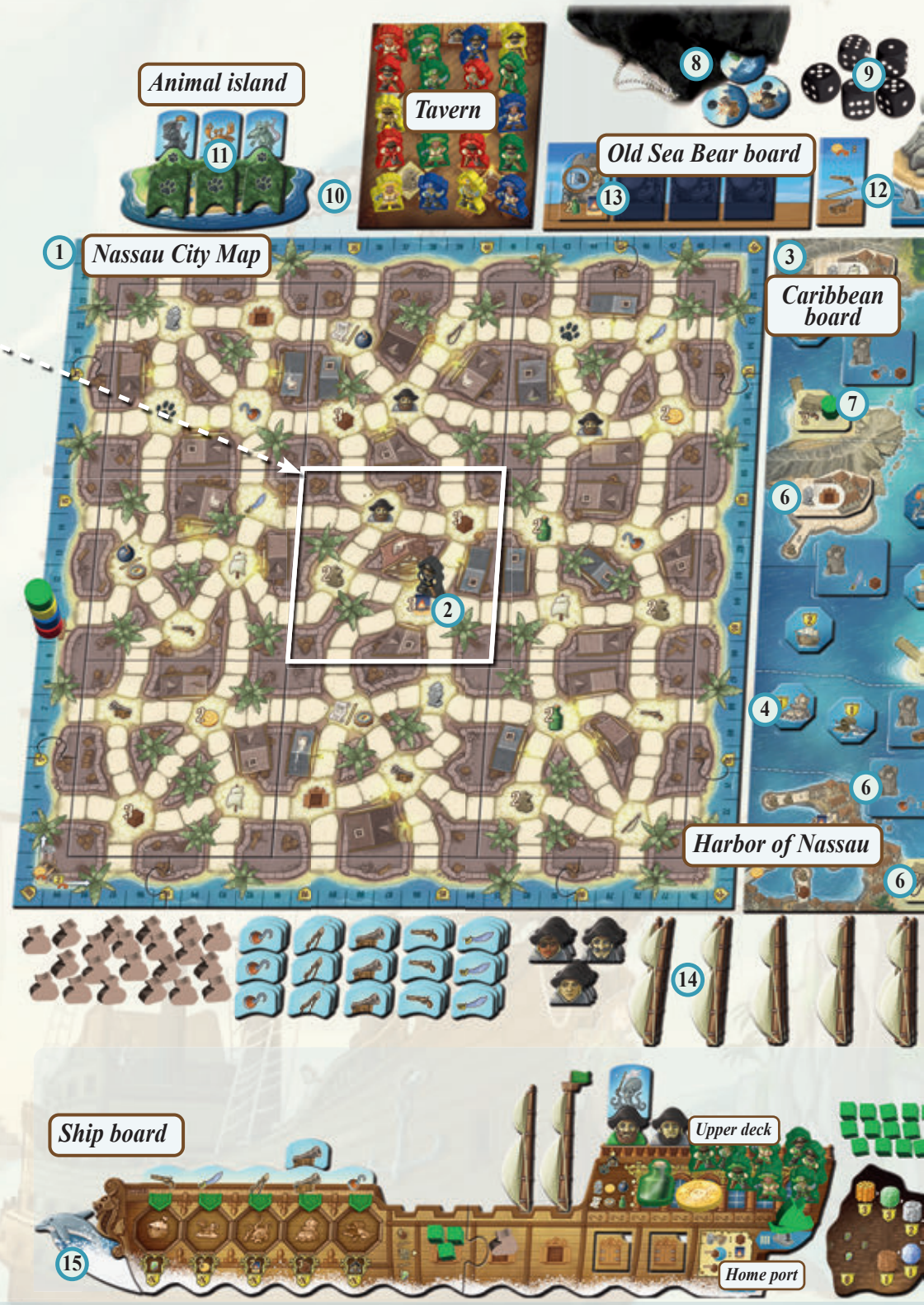
Note: *For the first game, this district should be placed in the middle to make it easier to start.*

2) Set up the **pirate captain** in the place with the symbol shown here on the right.

Player components

Choose a color and receive in this color:

- **1 ship board**. Place this in front of you.
- **13 pirates**. Place 5 of them on the tavern, 1 on each of the 5 different tables. Place the remaining 8 pirates on the upper deck of your ship board.
- **20 ammo crates**. Place 3 of them in an open cargo hold on the ship and the remaining crates in your general supply next to your ship board.
- **1 pirate ship**. Place it on your ship board.
- **1 score marker**. Place this on the „10“ space on the score track.
- **1 100/200 point tile**. First place it below your ship board.
- **1 sail** with flag. Attach the sail to the right-hand mast stump.
- **1 Sailor**. Place the sailor on the upper deck of your ship board.
- **2 Cargo hold tiles**, which you place face down (closed cargo hold) in the corresponding slots on your ship board. *At the start, you have 3 open cargo holds. One cargo hold can hold either up to 4 ammo crates, up to 3 provisions* ***or*** *1 good. Only exactly 1 type may be stored in 1 cargo hold.*



You will also receive items from the general supply:

- **1 rum, 1 doubloon, 1 provision, 1 sailor and 1 extra sail:** Place these items on your ship board in the holds, on the upper deck or next to the existing sail.
- **1 weapon:** Take 1 weapon of each of the 5 weapon types and randomly distribute 1 tile to each player. The remaining weapons are placed in the general supply.
- **1 animal:** Draw this face down from the draw pile on the animal island and place it face up above the sailor lying on the ship's upper deck.
- **5 sailor's yarn cards:** Sort the sailor's yarn cards according to their backs (S, Arrr and B) and shuffle them separately from each other. Then draw **2 cards each from S and Arrr and 1 card from B** into your hand.

Then shuffle the remaining S cards with the Arrr cards. Place the **Campfire Island** next to the Caribbean board and place the face-down stacks on the respective spaces.

• **1 hideout:** Shuffle all 6 hideouts and distribute 1 hideout to each player. Place them to the right of your ship board. Return the remaining hideouts to the box. You will not need them in this game.

Caribbean board

3) Place the **Caribbean board** to the right of the Nassau city map so that the harbor is adjacent to the bottom left of the map.

4) Take the **cloth bag** and initially only throw the **opponents** with strengths **1 & 2** into it. Shuffle them and place 1 opponent on each of the opponent spaces provided in area A, B, and D of the Caribbean board. Make sure to place opponents only on spaces that are meant for that player count. The number of fish in each opponent space indicates how many players must at least participate in order to place an opponent on that space.

5) Then throw all **opponents** with **strength 3, 4 & 5** also into the cloth bag and place 1 opponent on each appropriate opponent space of the remaining areas (C, E, F, G, H, and I). Leftover opponents in the bag are no longer needed and are returned to the box.

6) Put the **outposts** in the cloth bag, randomly draw them one by one and place them face up in the order „A“ to „I“ in the appropriate areas on the Caribbean board until all outposts have been distributed. Repeat this process with **control towers** and **trading posts**. No tiles may be left over.

7) Place **1 of each good in the cloth bag** and place 1 good on each trading post in the areas **A, B, C, D, E, and G**. Then place **all remaining goods in the bag** and place 1 good on each remaining trading post in the areas **F, H, and I**.

8) Now throw the **conflict tiles** also into the bag and put it aside for now.

9) Get the **5 conflict dice** ready.

The boards

10) Place the **tavern and the animal island** next to the Nassau city map.

11) Shuffle all the **animals** and place them face down on the animal island. Reveal 3 animals and place them face up on the mountains above the island.

12) Place the **Old Sea Bear board and the Skull island** next to the Campfire island.

13) Shuffle the **Old Sea Bear tiles** and draw 4 tiles and place them face down on the 4 spaces of the Old Sea Bear board. Reveal the leftmost tile and place the **Old Sea Bear ship** on the Caribbean board in the area shown on the tile *(letter in the telescope)*. Now shuffle the **offers** and place 4 tiles in a face-down stack next to the board. Reveal the top tile.
The remaining Offer and Old Sea Bear tiles are removed from the game.

General supply

14) Place the game materials **objects, provisions, weapons, goods, sails and sailors** separately from each other as a general supply around the two game boards.

Starting the game

15) Anyone who has ever been to Nassau or the surrounding area will receive the **dolphin** *(or alternatively the Stefan Feld figure)* and attaches it to his ship board.

PLAYING THE GAME

Nassau runs over 4 rounds, each divided into 3 phases:

Phase I: Nassau City | **Phase II: Caribbean** | **Phase III: Ready the ship**

Phase I: Nassau City

In this phase, you try to get as much equipment as possible in order to successfully sail through the Caribbean in Phase II. Whoever owns the dolphin begins.

To obtain equipment, you must move the pirate captain from his square through an alley to a neighboring square. Which alley you use is up to you, as long as the alley is not yet occupied by pirates.

The alleys between the squares have different numbers of spaces. To move the pirate captain to the next square, you must place one of your pirates from your ship on each space of the selected alley. Then move the pirate captain to the new square at the end of this alley.

You will now receive the printed equipment from the square where the pirate captain is standing.

On squares that show 2 pieces of equipment with a „/“, you must choose 1 piece of equipment.

Example:

Patricia (red) has two options for moving the pirate captain:

<u>Option 1:</u> Here she must use 4 pirates to get 2 doubloons.

<u>Option 2:</u> Here she only needs 2 pirates and can turn one of her closed cargo holds to the open side.

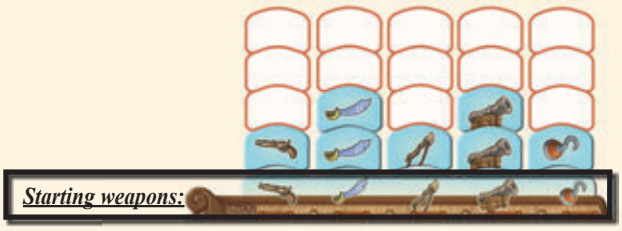
<u>Option 1:</u>

<u>Option 2:</u>

You can get the following equipment in Nassau:

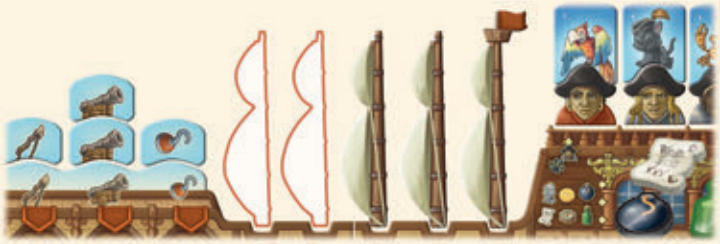
You place **weapons** on your ship board above the corresponding starting weapon.

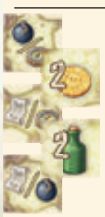
You may have a maximum of 5 weapons of each weapon type, including the starting weapon.



Place the **sail** to the left of your exisiting sails.

You may have a maximum of 5 sails including your starting sail.





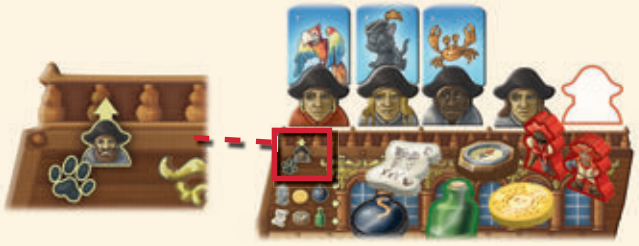
Doubloons, rum, bombs, agreements and compasses are placed on the upper deck of your ship's board.

You can find explanations of these 5 objects in the glossary.

Take **a new pirate** of your own color from the tavern and place it on the upper deck of your ship board.

Depending on which table you took the pirate from, you will immediately receive the equipment shown.

You add **sailors** to your sailors on the upper deck of your ship board. You may have a maximum of 5 sailors, including your starting sailor.



You receive an **animal** from the 3 face-up animals on the animal island. Then immediately reveal a new animal and place it in the vacated position.

You place the animal above a sailor. Each sailor can only have 1 animal on his hat. If you do not have a free sailor, place the animal on an empty sailor space. However, you can only use the advantage of this animal if it is sitting on the hat of a newly hired sailor.

You may have a maximum of 5 animals and each animal only once. If there are only animals in the display that you already have, you replace the animal on the far left with an animal from the stack until you reveal one that you do not yet have. You then take this animal. The replaced animals are shuffled back into the draw pile face down.

You can use animals for certain advantages during the game. After using the animal, you must turn it over. At the end of a round, the animal is turned back to the front.

The advantages of the animals are explained in the addendum.

Example: Patricia may take an animal that is on display. However, as she already has a cat and a crab, she can only take the rat.

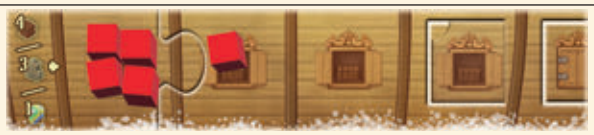
Example: Patricia uses her crab and turns it on its back for this round.

You receive **3 sailor's yarn cards**. You can decide from which pile you draw each card.

Note: *The cards from the Arrr pile are generally easier to fulfill than the cards from the B pile.*

New cargo hold: Here you open one of the two closed cargo holds on your ship board. To do this, turn the tile over. If both holds are already open, you will receive nothing.

3 ammo crates: Place them in an open cargo hold. A maximum of 4 ammo crates fit in one cargo hold.



2 provisions: Place it in an open cargo hold. A maximum of 3 provisions fit in one cargo hold.

Ammo crates, provisions or goods (available in Phase II) may only be placed in separate holds. Mixing is not allowed. You can rearrange your cargo holds at any time and discard their contents to make room.

This ends your turn and it is the next person's turn in clockwise order. This person in turn chooses an alley, places their pirates on the free spaces, places the pirate captain on the next square and takes the equipment shown there. This creates a line of pirates through Nassau.

Use the barge:

If you choose an alley that leads beyond the edge of the city map, you can use the barge.

The next step is to return to the city via another alley to a square. As before, you must occupy each space of the used alleys with your pirates and additionally pay 1 doubloon to the general supply.

Note: *You may also lose 2 points (but only if you have no doubloons left) in order to be able to use the barge despite the missing doubloons.*

Pause:

When it's your turn, you can also decide to pause, i.e. not place any pirates on the city map. To do this you must discard 1 rum to the general supply. On your next turn you can place your pirates again.

Extra move:

Once per turn in exchange for 1 doubloon, you may immediately move the pirate captain once more, giving you a total of 2 pieces of equipment.

Pass:

If you don't have enough pirates to move the pirate captain to a new square or don't want to move, you pass. In this case you move your pirate ship from your ship board to a pier of your choice on the Caribbean board. This is either one of the 5 piers in the harbor of Nassau or a pier at an outpost you control. Then take the bonuses shown there from the supply. You will always receive 2 provisions, as well as another bonus at a pier in Nassau.

In the rare case that you can no longer move the pirate captain because **all** the alleys leading away from the current square are already occupied by pirates, the current player places the pirate captain in any already visited square and continues to place his pirates.

Note: *Pirates that are* ***still on the upper deck*** *of your ship board can still be used in phase II.*

Whoever passes first in phase I takes the dolphin and goes first in phase II. As soon as you have all passed and your ships are on the Caribbean board at a pier or trading post phase II begins.

Example: Ulrich would like to receive the 2 provisions. He first deploys 1 pirate, then moves the pirate captain over the edge of the city map, pays 1 doubloon for the barge and then deploys his other two pirates.

Example: Frank still has 4 pirates, but wants to take a break. He pays 1 rum and can continue playing on his next turn.

Example: It's Frank's (blue) turn and since all alleys leading away from the square with the pirate captain are occupied he can now choose an already visited square to place the pirate captain and start placing his pirates from there.

Example: Frank docks his ship at the pier in Nassau. In return, he receives 2 provisions and 1 doubloon.

Phase II: Caribbean

This phase is divided into two parts.

A) Actions: First, you spend provisions to perform various actions on the Caribbean board. If you have run out of provisions or do not want to perform any further actions, start you journey home.

B) Journey home: On the journey home you can hide captured goods, tell sailor's yarns and sail back to your home port.

Whoever has the dolphin goes first. After that, it's your turn several times in clockwise order until you have all left the Caribbean and started your journey home. ***Note:*** *Don't forget the animals in your possession. They can help you with the battles or other actions in this phase.* ***The actions of the animals are explained in detail in the addendum.***

A) Actions

1) At the start of your turn, you must always return 1 provision to the supply to be able to sail and perform an action.

Note: *If you do not have any provisions, you will have to start your journey home (see page 12).*

2) Sailing: You may sail a maximum of as many areas *(dashed lines delimit individual areas)* as you have sets of sailors (-) and sails. You may only move from area to area across the dotted lines at sea, not across the islands. You may choose to stay in the area that you are currently in and not sail.

Important: *If you sail into an area where there is a kraken, you must end your movement in this area and perform any action there. However, you* ***do not*** *have to fight with this kraken. You can continue sailing on the following turn.*

Example: Ulrich has 3 sails and 2 sailors on his ship board. He may therefore move across dashed lines up to 2 areas. However, he can also choose not to sail and remain in the same area for this move.

Example: As a one-time support, Ulrich may also use one of his unused pirates from phase I and thus sail 3 areas, since all sails are now „occupied" by a sailor/pirate.

Use pirates as sailors:

Pirates that are still on your ship board in phase II can be used as sailors for a single action to sail further or use more weapons. Lay down a pirate to use them as a sailor. That pirate can not be used as a sailor again this phase.

Example: Beate could actually sail 2 areas (2 sails and 2 sailors), but because there is a kraken in the first area, she must end her movement in this area.

3) In the area where you end your movement, you must select and carry out <u>1 action</u> from 6 possible options:

- **Fight an opponent**
- **Capture goods in the trading post**
- **Capture an outpost**
- **Meet the Old Sea Bear**
- **Occupy a control tower**
- **Take 1 sailor's yarn card**

The actions in detail

Fight an opponent

For this action, select one of the opponents in the area. Each opponent can only be attacked with a certain type of weapon. The weapon type is shown on your ship board above the corresponding opponent. Each opponent has a strength equal to the points printed on the tile.

To defeat an opponent, you must inflict as much damage as the opponent has strength. For each set of sailor (-) and corresponding weapon type, you may place 1 of the ammo crates you carry in one of your cargo holds on the opponent. Each crate deals 1 damage to the opponent. However, the opponent will also attack and, depending on the outcome of the battle, crates from this fight may be removed by the opponent.

At the start of the battle, you place your ammo crates on the opponent and draw conflict tiles from the bag according to your opponent's strength.

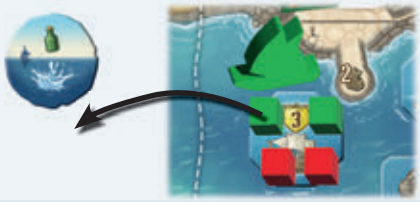
The tiles have the following meaning:

Beispiel A: Beate has 2 sailors and 3 harpoons for a fight with the kraken. Therefore, she may only use 2 ammo crates.

Beispiel B: With 2 sailors + 1 pirate (to be added) and 3 harpoons, Beate can now use 3 ammo crates in the fight against the Kraken.

„Opponent does nothing": Return these tokens to the bag.

„Opponent dodges": Here you must remove one of your ammo crates placed on the opponent and return it to the general supply. However, you can also spend 1 rum to prevent this. Regardless of whether you remove 1 crate or spend 1 rum, you throw the conflict tile back into the bag after the battle.



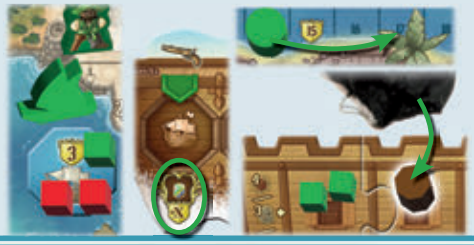
Example: Ulrich decides not to spend any rum, because there are already 4 ammo crates on the opponent with strength 3. So he removes 1 of his crates.

„Opponent attacks": The tile shows which equipment you will lose if you fail to fend off the attack. To fend off attacks, you roll 1 conflict die for each set of sailor (-) and sail you have. On every 3, 4, 5 and 6 you roll, put a tile of your choice back in the bag.
If any tiles remain after your entire defense action, you lose the equipment depicted on the remaining tiles. If you have no equipment of this type at that moment, you lose **3 points** instead. You cannot lose printed starting weapons and cargo holds, as well as your starting sailor and your starting sail. However, you will lose **3 points** for this. After the battle, throw all conflict tiles back into the bag.

***Note:** If you lose a cargo hold, the items stored there will also be lost, unless you can move them to other holds.*

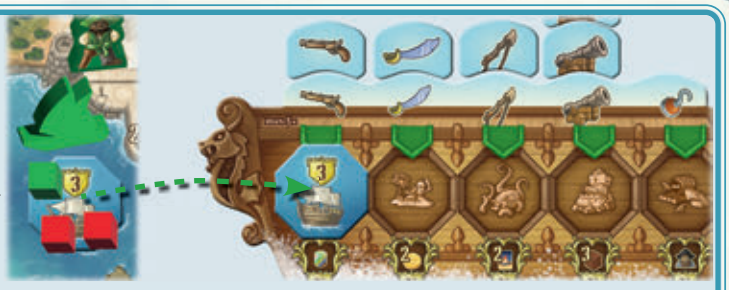
Example: Frank attacks an opponent for whom he only has to draw 1 conflict tile from the bag. As he has 3 sails and 4 sailors, he can roll 3 conflict dice to defend himself. He is lucky and rolls at least one suitable number (3 - 6) and is therefore able to fend off the opponents attack.

After such a „conflict", the ammo crates of all players still lying on the attacked opponent show the damage you have inflicted on the opponent.
If you have inflicted at least 1 damage in this fight, you will receive the reward associated with the corresponding opponent, as well as the points printed on the opponent!



Example: Ulrich has landed 1 hit and can therefore take the reward of 1 random good (drawn out of the bag) and the 3 points.

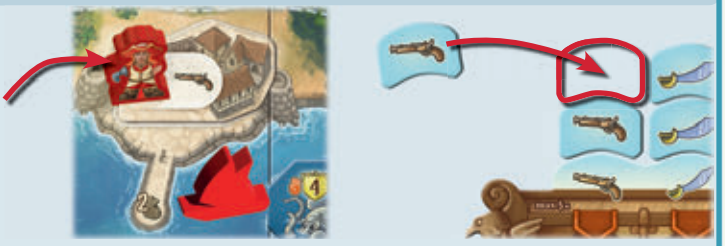
If there are now at least as many ammo crates on the opponent as the opponent's strength, you take this opponent and place it on your ship board; if the damage inflicted on the opponent was not enough to defeat the opponent, all ammo crates remain on the tile. If any player fights the opponent again, the crates already on the opponent count as damage and only the difference in strength and crates needs to be added. However, the opponent always draws the number of conflict tiles corresponding to their printed strength.



Example: After Ulrich has fought the 3-strength opponent, there are 3 ammo crates on the tile: 1 from Ulrich (green) and 2 from Patricia (red) from a previous round. This is enough to defeat the opponent. Ulrich now takes the opponent tile that he places on his ship board.

Capture an outpost

You take a standing or lying pirate from the upper deck of your ship board and place it on a free outpost. Then take the reward depicted on the outpost. The pirate remains on the outpost until the end of the game. This pirate allows you to start Phase II with your pirate ship from there in future rounds, instead of from the harbor of Nassau. If you start at the pier of an outpost, you receive 2 provisions.



Example: Patricia places a pirate on the outpost with the pistol. She may now take this weapon from the general supply and attach it to her ship board.

Occupy a control tower

Each control tower shows the weapon type you must use to occupy it. You may place 1 ammo crate on the tile for each set of sailor (-) and corresponding weapon. If there are already ammo crates *(your own or others)* on the control tower, you must place at least 1 more ammo crate than is currently on that tile. If you succeed in doing this, all the crates on the tile are returned to the other player's supply, and that player receives 2 points.

Example: Frank (blue) returns Beate's 2 ammo crates (yellow) from the control tower (because he has a combination of 3 sailors & 3 weapons, he may use 3 crates). Beate receives 2 points for this. She must return her two ammo crates to the general supply.

Capture goods in the trading post

If you have at least 2 weapons of the weapon type shown on the respective trading post on your ship board and at least 2 sailors (-), you may take the good placed there and place it in a free cargo hold on your ship board. If you do not have a free cargo hold, you can only perform this action if you clear out a cargo hold on your ship to make room.

Example: Patricia has 2 pistols and 2 sailors (1 tile & 1 pirate, which she lays down) and can therefore capture the green good at the trading post. She stores it in one of her free holds.

Meet the Old Sea Bear

You can only perform this action if the Old Sea Bear ship is in your area. You then receive 2 rum and may draw 1 sailor's yarn card from any pile. You may also trade with the Old Sea Bear once per round. To do this, spend 1 doubloon and take 1 of the equipment shown on the offer tile. Then place an ammo crate from your supply on the offer to indicate that you can no longer trade with the Old Sea Bear in this round.

Example: Beate meets the Old Sea Bear in area B; takes 1 Sailor's Yarn card, 2 rum and spends 1 doubloon to take 1 bomb.

Take sailor's yarn card

Draw 1 sailor's yarn card from any pile.

Once you have completed your action, your turn is over and it is the next person's turn in clockwise order.

Pass: If you have run out of provisions or no longer wish to perform an action, you pass and start your journey home immediately.

B) Journey home

When you start your journey home, there are 3 stations that you can visit. After each station you stop at, it is the other players' turn before you can go to another station. The stations must be visited in the following order:

1) The skull island,	2) The campfire island,	3) Your home port,
to hide your captured goods.	*to tell sailors' yarns and get points.*	*to receive bonuses.*

Skull island and Campfire island are optional, you must visit your home port. After that, the journey home is done.

1) The journey home via skull island

On the journey home, you can first move your pirate ship from the Caribbean board to skull island and bring 1 - 3 goods from your ship to your hideout.

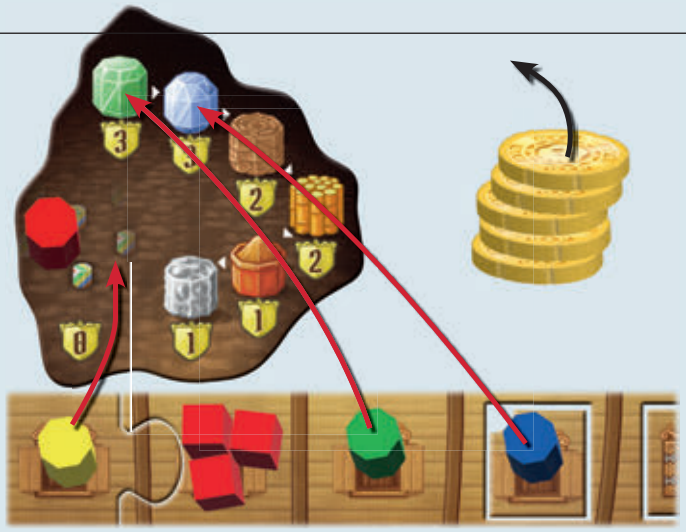
This will cost you:

1 Good	*2 Goods*	*3 Goods*
1 doubloon	*3 doubloons*	*5 doubloons*

You **must** store the goods you have brought in your hideout in the order indicated on it, from top to bottom. If the color of the good matches the color of the next free storage space in your hideout, you may place the good on the storage space of the matching color.

Otherwise, place the good on the larger „general" storage space. Any number of goods will fit here. If you can store 2 or 3 goods in one turn, you can choose the order.

Once you have hidden your goods, it's the next person's turn.



Example: Patricia wants to hide 3 goods at once and pays for them 5 doubloons. She can choose the order in which the goods are stored.

Note: *Once placed goods can not be moved!*

2) The journey home via the Campfire island

After the optional hiding of your goods, you tell your fellow players your collected „sailor's yarn" on the Campfire island over at least 1 bottle of rum.

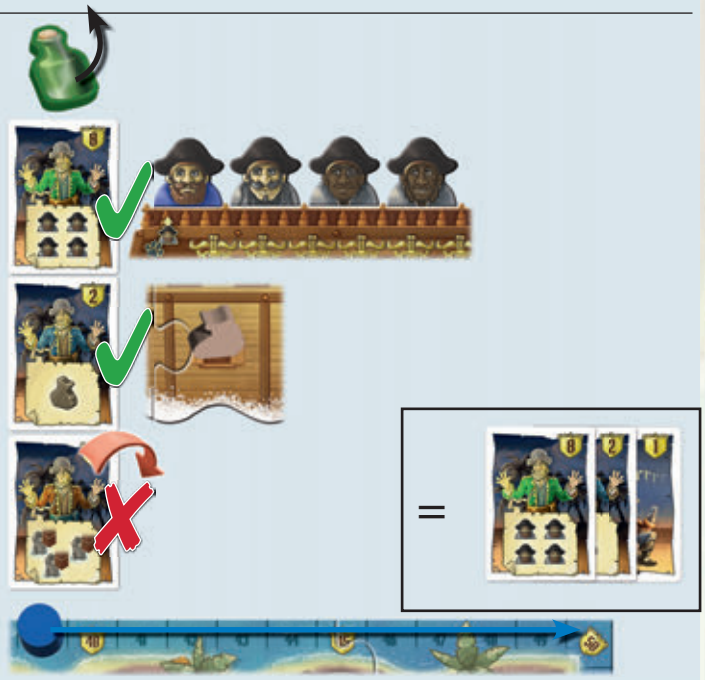
For each rum you spend, you can play up to 3 sailor's yarn cards, i.e. tell the corresponding sailor's yarn. It is best to play the sailor's yarn cards whose requirements you have fulfilled. When you have played all cards you will receive as many points as indicated on the cards. Then leave these sailor's yarn cards face up in front of you. If you do not meet the requirements for a card, you can still play it. You then place this card face down and only receive 1 point for a (bad) joke.

Once you have placed your cards in front of you and received the points, it's the next person's turn.

Note: *You never discard anything in order to meet a requirement.*

Note: *An overview of all sailor yarn cards and their requirements can be found in the addendum.*

If you have no rum in your supply, you may not sit around the campfire and must therefore skip this island.



Example: Frank spends 1 rum to play 3 sailor's yarn cards, whereby he only fulfills the requirements for 2 cards and tells 1 bad joke. He receives a total of 11 points and places the cards in front of him.

3) The journey home ends at your home port

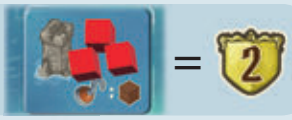
Regardless of whether you have visited skull island and/or campfire island, the last stop on your journey home is always your home port on your ship board.

You will now receive:

1 ammo crate for each outpost you own.

1 sailor's yarn card for each opponent in the Caribbean with at least 1 of your own ammo crates on it. You can draw the card from the Arrr or B pile.

2 points for each control tower that is occupied by at least 1 of your own ammo crates.

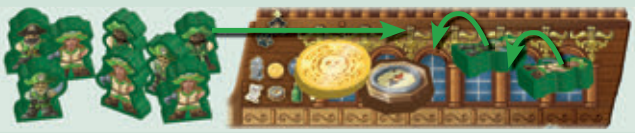


Whoever reaches the home port first receives the dolphin for the next round and is then the new starting player in **Phase I**.

Phase III: Ready the ship

Once all pirate ships are back in their home port, phase III begins:

First, place the pirates you have laid down on the upper deck upright and bring your pirates from Nassau back to the upper deck.



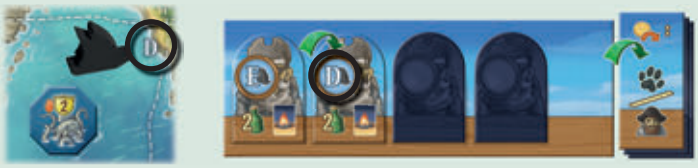
Then flip all your used animals back to the front.

Now compare the sailor's yarn cards you have played. The **highest points total** of sailor's yarn told is worth 5 points. If there is a tie, all participants receive **5 points**. If you have **not played any** sailor's yarn cards, you **lose 5 points**. All the sailor's yarn cards played are then placed on the discard pile.

Frank: 5 points | *Beate: 0 points* | *Ulrich: -5 points* | *Patricia: 0 points*

Return the animals still face up on the animal island to the box and replace them with 3 animals from the draw pile.

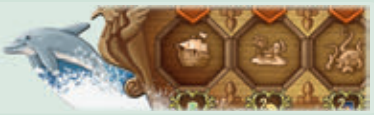
Turn over the next Old Sea Bear tile and move his ship to the corresponding area (B - I). Put the offer on top back into the box and turn the next tile to the front. ***Note:*** *You can see which round you are currently playing by looking at the face-up Old Sea Bear tiles.*



Finally, you replenish the goods from the cloth bag at the trading posts that have empty spaces.

Whoever has the dolphin starts the next round with phase I.

Example: Patricia was the first to reach the home port and therefore starts the next round.



Note: *The pirate captain in Nassau begins the new round where he ended the last one.*

Now you can set sail again for the next round.

END OF THE GAME AND SCORING

After phase III of the fourth round, the game is over and the final scoring follows. You will now receive the following points:

Control towers: Multiply the ammo crates on your occupied control towers by the number of your occupied control towers.

Example: Beate has 3 control towers with a total of 7 ammo crates on them. She has collected 3 x 7 = 21 points.

Opponents: Add up the scores on all tiles of all opponents on your ship board and multiply them by the number of different opponent types.

Example: Ulrich has collected 3 different opponents (kraken, fortress, treasure island) with a total of 12. He then has 3 x 12 = 36 points collected.

Hidden goods: Add up the values on the spaces with goods and multiply them by the number of all goods in your hideout.

Example: Patricia has collected 4 goods, of which she has placed the first two in matching colors and 2 more goods on the large storage space. The total for the goods is therefore 3 + 3 + 0 + 0 = 6 points x 4 goods in total = 24 points.

Weapon dominance: Multiply the number of weapons you have the most of *(including the starting weapon)* by all the weapons you have collected *(without the starting weapons).*

Example: Frank has collected 4 „Cannon“ weapons. In addition to these, he also has 2 „Sabres“ and 1 „Harpoon“ on his ship board. He has therefore collected a total of 7 weapons. His total sum for the weapons is therefore 5 (for the total of 5 cannons incl. starting weapon) x 7 (for all weapons). So 5 x 7 points = 35 points.

Companions: Each set of sailor and animal earns you 8 points. You are not allowed to use pirates here. Your own „starting sailor“ counts.

Example: Patricia has 3 sets of sailor and animal. She therefore receives 3 x 8 = 24 points. She receives no points for the remaining sailor.

Load: Add up all remaining items. Each 2 items *(ammo crates, provisions and goods in cargo holds, sailor's yarn cards in hand, rum, doubloons, agreements, bombs and compasses on the upper deck)* score 1 point each.

All points that you receive during the game and in the final scoring are recorded on the score track. If you pass the „0“ space again, take the „100/200“ point tile and place it in front of you with the „100“. If you circle the scoring track again, turn the marker to „200“. Whoever scores the most points is the winner of the game and the most notorious pirate captain. In the event of a tie, there are several equally notorious pirate captains.

EXPANSION 1: THE FLYING DUTCHMAN

SETUP

1) The **Flying Dutchman board** comes into play. Place it next to the Old Sea Bear board. ***Note:*** *You can play with both (Old Sea Bear & Flying Dutchman) or just one of them.*

2) Shuffle all **8 Flying Dutchman tiles** and then place 4 of these tiles face down on the spaces provided on the board. Reveal the leftmost tile and place the **Flying Dutchman's ship** in the corresponding area „B" to „I".

The remaining Flying Dutchman tiles are removed from the game.

3) Shuffle the **5 Flying Dutchman weapons** and place 1 of the tiles above each Flying Dutchman tile face up on the corresponding spaces. The remaining Flying Dutchman weapon is removed from the game.

PLAYING THE GAME

In **Phase II: Caribbean** you have another action to choose from:

Attacking the „Flying Dutchman"

You must be in the same area (B - I) as the Flying Dutchman and attack him with the weapon type valid for the current round. You determine this with the weapon above the Flying Dutchman tile.

The attack proceeds as follows:

For each set of sailor (-) and corresponding weapon, place 1 ammo crate from your ship on the Flying Dutchman tile of the current round.

Then draw 2, 3, 4 or 5 conflict tiles from the bag according to the current round and carry out the battle as normal.

You will then receive **2 rum**, regardless of how much damage you have caused.

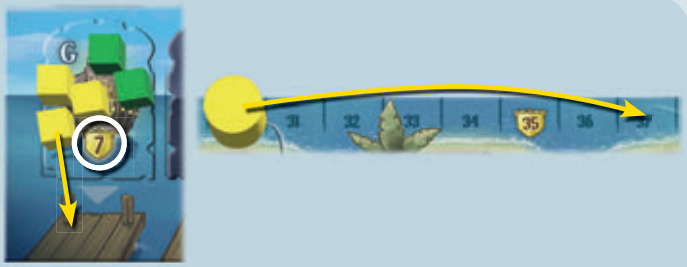
Example: Beate had to draw 2 conflict tiles from the bag because she wants to attack the Flying Dutchman in round 1. However, she can fend of the counter attack with her dice roll. She has 3 harpoons for the attack and lays down 1 of her pirates to have a total of 3 sailors. She now places 3 of her ammo crates on the current Flying Dutchman tile. Then she receives 2 rum.

Points for the fight against the Flying Dutchman are only awarded at the end of the round.

You score as follows:

Whoever has the most ammo crates on the Flying Dutchman tile in the current round is the winner and will receive the points printed on the tile.

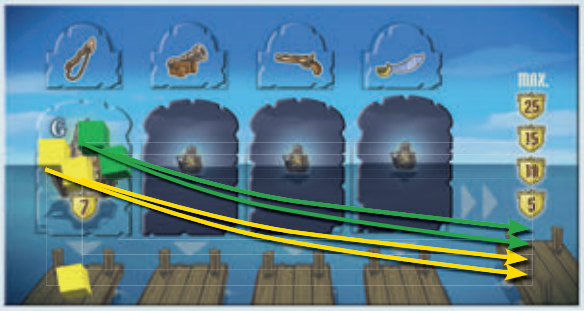
If there is a tie for most ammo crates, all participants receive the points. The winner(s) place 1 ammo crate on the pier below the Flying Dutchman tile.



Example: Ulrich (green) has collected 2 and Beate (yellow) 3 ammo crates on the current Flying Dutchman tile. She receives 7 points and moves 1 of her ammo crates under the tile onto the bridge.

Then move all the remaining ammo crates from this tile to the pier on the far right.

With the exception of the crates pushed downwards, all the ammo crates used in battles against the Flying Dutchman during the course of the game are collected there.



In **Phase III: Ready the ship** you turn over the next tile of the Flying Dutchman and place the Flying Dutchman's ship on the corresponding area in the Caribbean (B - I).

END GAME SCORING

Flying Dutchman: Whoever has the most ammo crates in the right-hand pier of the board receives the points for 1st place, the player with the second most crates receives the points for 2nd place, etc.

In the event of a tie, all participants receive the full number of points and the following places are then skipped.

Example: Beate (yellow) and Patricia (red) both have the most ammo crates on the right pier. They both receive 25 points. Ulrich is third with 2 ammo crates and receives 10 points (the 15 points are skipped as there were 2 first places). Frank (blue) has no ammo crates here, so he does not take part in the ranking and does not receive any points.

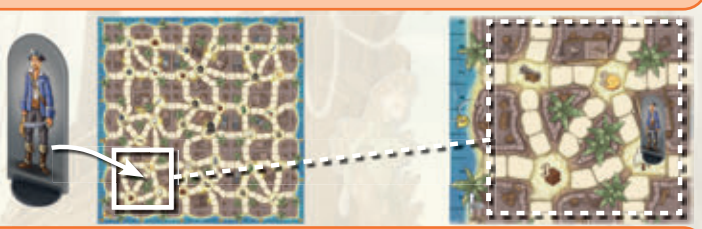
VARIANT FOR THE STEFAN FELD FIGURE

The Stefan Feld figure is a flying merchant in the town of Nassau.

SETUP

Stefan Feld is placed in a random square on the corner of the city next to the barge.

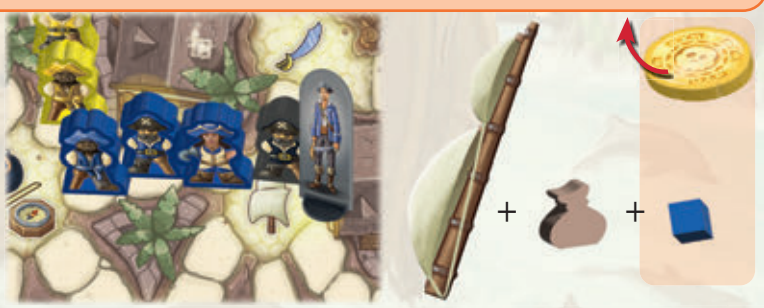
***Attention:** If this is the starting district, Stefan Feld does not start there, but in the opposite district.*



PLAYING THE GAME

The player who places **the pirate captain** on the square with **Stefan Feld** gains the equipment **and a bonus** of either **1 provision, 1 rum or 1 ammo crate**. Additionally they can spent **1 doubloon** to gain another but different bonus.

Stefan Feld is then placed on any square in the next corner of the city in a clockwise direction. The person who has just received the bonus determines which square.



Example: Frank (blue) moves the pirate captain to Stefan's spot and may take 1 provision, 1 rum or 1 ammo crate in addition to the sail. He chooses the provision and spends 1 doubloon to get 1 ammo crate. He then places Stefan on a spot on the next corner district in a clockwise direction.

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Stefan Feld
City Collection
7

NASSAU

ADDENDUM

OVERVIEW OF THE EQUIPMENT

Doubloon:

- **To pay for the barge (** Phase I: Nassau City **),**
  If you choose an alley that leads beyond the edge of the city map, you can take the barge back into the city via another alley to a square. As before, you must occupy each space of the alley you use with your pirates and pay 1 doubloon to the general supply for using the barge.
- **to run a double train (** Phase I: Nassau City **),**
- **as a fee for hiding your own goods (** Phase II: Caribbean B) Journey Home**),**
- or
- **to buy equipment from the Old Sea Bear (** Phase II: Caribbean A) Actions**).**

Rum:

- **to take a break (** Phase I: Nassau City **)** ,
- **for use as target water (** Phase II: Caribbean A) Actions**)**
  or
- **as payment on the campfire island before the telling (playing) of sailor's yarn cards (** Phase II: Caribbean B) Heimreise**).**

Agreement:

- If you have inflicted at least 1 damage during the **action: Fighting opponents (** Phase II: Caribbean A) Actions**),** you will receive the reward for the corresponding opponent twice when you play an agreement, but you will still only receive the points once.

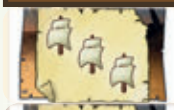
Bomb:

- In the **action: Fighting opponents (** Phase II: Caribbean A) Actions**),** you can use the bomb at the start of the fight to inflict 2 damage on the opponent immediately. If the opponent is not yet defeated, continue the battle as normal – place **2 ammo crates from the supply** on the opponent.

Compass:

- **Allows you to jump to the Old Sea Bear or the Flying Dutchman without being slowed down by a Kraken or the sailing range (** Phase II: Caribbean A) Actions**).**
  You place your ship in the corresponding area, and you can sail further if you like.

OVERVIEW AND ABILITIES OF THE SAILORS YARN CARDS



1) You must have at least 3 sails on your ship's board. This includes your starting sail with the flag.

2-6) You must have at least 2 of the required weapons. This includes the weapon printed on your ship board.

7) You must have at least 2 sailors on your ship board. This includes your starting sailor.
Note: *You cannot use your pirates as sailors (lay them down) to fulfill this card.*

8) You must have at least 1 provision in a hold of your ship's tableau.

9) You must have exactly 1 ammo crate on an opponent.

10) You must have 1 pirate on at least one outpost.

11-18) You must have the required animal. It does not matter whether the animal is active or not, i.e. face up or face down.

19-24) You must have the required goods in a hold on your ship board or in your stash.

25-29) You must have defeated the required opponent at least once.

30) You must have at least 4 sails on your ship's board. This includes your starting sail with the flag.

31) You must have at least 2 rum on your ship board.

32) You must have at least 2 doubloons on your ship board.

33) You must have exactly 1 ammo crate on each of at least 2 opponents.

34) You must have at least 1 pirate **standing on** the upper deck of your ship board.

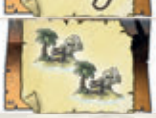
35) You must have at least 1 ammunition crate on each of at least 3 control towers.

36) You must have at least any 2 animals on your ship board. It does not matter whether the animals are active or not.

37) You must have at least any 3 animals on your ship board. It does not matter whether the animals are active or not.

38-42) You must have the most of the required weapon among all players. This includes the weapon depicted on your ship board. If there are other players who have the most weapons with you, you have fulfilled the sailor's yarn card.

43-47) You must have at least 3 of the required weapons on your ship board. This includes the weapon depicted on your ship board.



48-52) You must have defeated at least 2 of the required opponents.

53) You must have 1 pirate on each of at least 2 outposts.

54) You must have 2 or more ammunition crates on at least 2 control towers.

55) You must have exactly 3 ammunition boxes on a control tower.

56) You must have exactly 4 ammunition boxes on a control tower.

57) You must have exactly 1, 2 and 3 ammunition boxes on 1 control tower each.

58) You must have at least 3 sailors on your ship board.
Note: *You cannot use your pirates as sailors (lay them down) to fulfill this card.*

59) You must have at least 4 sailors on your ship board.
Note: *You cannot use your pirates as sailors (lay them down) to fulfill this card.*

60) You must have exactly 1 ammo crate on at least 3 opponents.

61) You must have exactly 1 ammo crate on at least 1 opponent with the value „5“.

62) All opponents have been defeated in lake section „E“. There are no more opponents there.

63) All opponents have been defeated in lake section „I“. There are no more opponents there.

64-66) You have exactly the required number of ammunition boxes in the holds on your ship board.

67) You must have at least 2 pirates **standing on** the upper deck of your ship board.

68) You are in first place on the victory point track alone or with others.

69) You are in last place on the victory point track alone or with others.

70) You must have exactly 5 ammunition boxes on at least 1 control tower.

71) You must have at least four of any 1 weapon on your ship board. This includes the weapon depicted on your ship board.

72) You have opened all 5 cargo holds on your ship board.

73) You have exactly 2 different goods in at least 2 holds on your ship board.

74) You must have at least five of any 1 weapon on your ship board. This includes the weapon depicted on your ship board.

ABILITIES OF THE ANIMALS

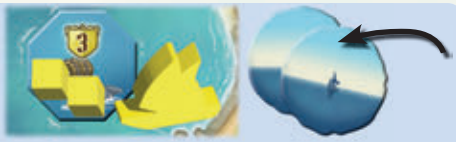
Rat: You may load 1 cargo space twice, i.e. both e.g. store 1 good and up to 3 provisions *(but not 3 different items)*. In the next round, you must either activate the rat again and cover it up or return the surplus items to the general supply. You may rearrange the items.

Example: Beate loads 1 hold twice and places the goods in the provisions.

Turtle: Receive either in the home port:

- 2 ammunition boxes per own outpost **or**
- 2 sailor yarn cards per opponent with their own Ammunition boxes on it **or**
- 4 points per control tower under own control.

Crab: Reduce the opponent's strength for this battle by „1". As a result, you draw 1 less conflict tile and the opponent is defeated with 1 less ammo crate. The points you receive do not change. ***Note:*** *The opponents strength value can drop to 0, in which case the opponent is immediately defeated and no conflict tokens need to be drawn.*



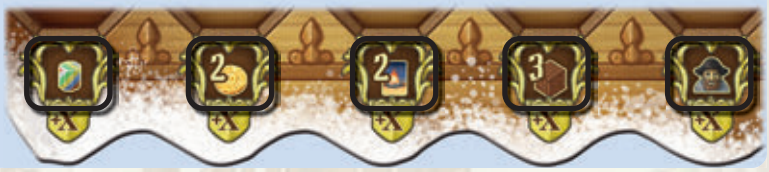
Example: Beate only has to draw 2 conflict tiles for this 3-player opponent and defeats it with 2 ammunition boxes.

Cat: You may re-roll all conflict dice that show a 1 or 2 once during the **action: Fight opponent.**

Example: Patricia can only fend off 1 conflict tile and decides to re-roll 2 conflict dice due to her cat.

Lizard: You receive double the reward *(not double the points)* for the **action: Fight opponents**.

2x :

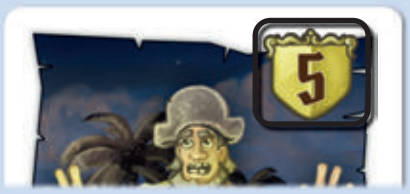


Kraken: You receive the extra bonus *(not the 2 provisions)* twice when you start at the pier in Nassau harbor.

2x :

Parrot: Double the point value of a sailor yarn card when you play it *(this value **does not** count when determining the total sum of all sailor yarn cards for the best stories)*.

2x :



Spirit monkey: Use 1 of your items *(rum, doubloon, compass, treaty, bomb)* without discarding it.

Example: Beate uses her rum to pause in phase I at without having to give it up.

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